

Amendments to the Claims:

1. (Currently Amended) A method, comprising:

~~receiving an input generating an output signal associated with an actuation of one or more~~
of a plurality of user-interface members on a first handheld communication device;
assigning a haptic code associated with the actuation;
including the haptic code in [[an]] ~~the~~ output signal; and
sending the output signal [[from]] ~~to~~ a second handheld communication device remote
from the first handheld communication device, ~~wherein the second handheld communication~~
~~device is configured to output a haptic effect corresponding to the haptic code, wherein the haptic~~
~~effect provides a user of the second handheld communication device with a distinct identity of~~
~~the first handheld communication device, with said actuation occurring in response to said~~
~~haptic code being received by the first handheld device.~~

2. (Cancelled)

3. (Previously Presented) The method of claim 1 wherein sending further includes
providing in the output signal at least one of a message, a video image, and a graphical feature.

4. (Previously Presented) The method of claim 1 wherein the haptic code is associated with
a predetermined scheme.

5. (Previously Presented) The method of claim 1 wherein receiving further includes defining the one of the user-interface members to include at least one of a key, a button, a key pad, a direction pad, a touch screen, a scroll wheel, a mini-joystick, a trackball, and a knob.

Claims 6-9. (Currently Cancelled)

10. (Currently Amended) A computer-readable medium on which is encoded a program code, comprising:

program code for receiving an input signal associated with an actuation of at least one of a plurality of user-interface members on a first handheld communication device;

program code for assigning a haptic code associated with the actuation;

program code for including the haptic code in an output signal; and

program code for sending the output signal [[from]] to a second handheld communication device remote from the first handheld communication device wherein the second handheld communication device is configured to output a haptic effect corresponding to the haptic code, wherein the haptic effect provides a user of the second handheld communication device with a distinct identity of the first handheld communication device, , with said actuation occurring in response to said haptic code.

11. (Previously Cancelled)

12. (Original) The computer-readable medium of claim 10 further comprising program code for including in the output signal at least one of a message, a video image, and a graphical feature.

13. (Previously Presented) The computer-readable medium of claim 10 further comprising program code for associating the haptic code with a predetermined scheme.

14-18. (Previously Cancelled)

19. (Currently Cancelled)

20. (Previously Cancelled)

Claims 21-25. (Currently Cancelled)

26. (Currently Amended) A handheld communication device, comprising:
a body having an antenna configured to receive a signal from a transmitting handheld communication device, the signal including a haptic code therein;
a user-interface member coupled to the body;
a processor in data communication with the user-interface member; and
an actuator coupled to the user-interface member and in data communication with the processor, wherein the actuator is configured to output a haptic effect corresponding to the haptic

code, wherein the haptic effect itself specifically identifies a source of the transmitting handheld communication device, and

a memory in data communication with the processor, the memory storing program code executable by the processor, including:

program code for receiving an input signal;

program code for outputting a request from the handheld communication device to provide a perceivable stimuli by a user of the second handheld communication device, with the stimuli indicating that said user is to touch the user interface member; and

program code for providing a control signal to cause the actuator to produce a haptic stimuli using the user interface member.

27. (Cancelled)

28. (Previously Presented) The device of claim 26 is one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.

29. (Previously Presented) The device of claim 26 wherein the user-interface member includes at least one of a key, a button, a key pad, a direction pad, a touch screen, a scroll wheel, a mini-joystick, a trackball, and a knob.

30. (Previously Presented) The device of claim 26 wherein the memory further stores program code for extracting information corresponding to the haptic stimuli from the input signal.

31. (Currently Amended) The device of claim 26 further comprising a display device in communication with the processor, the memory further storing program code for causing the display device to produce an image of the identified source, the perceivable stimuli.